

APPROVED	O.G. FIG.	
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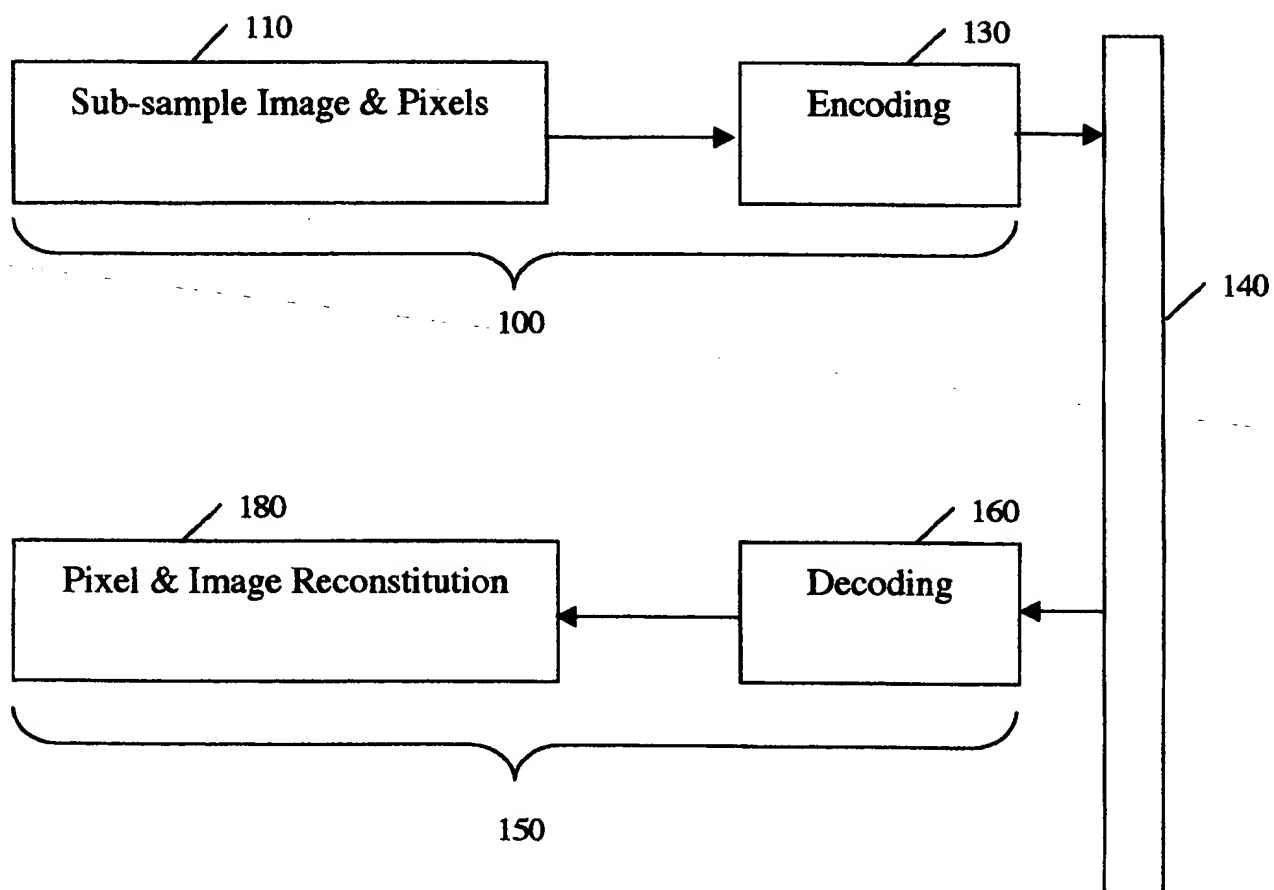


Fig 1

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Fig 2A

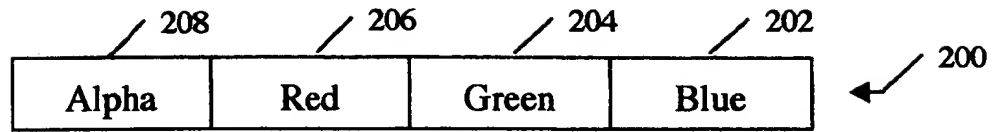


Fig 2B

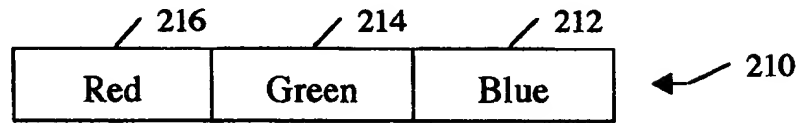


Fig 2C

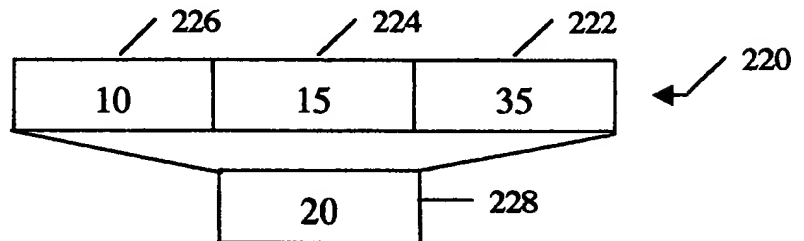


Fig 2D

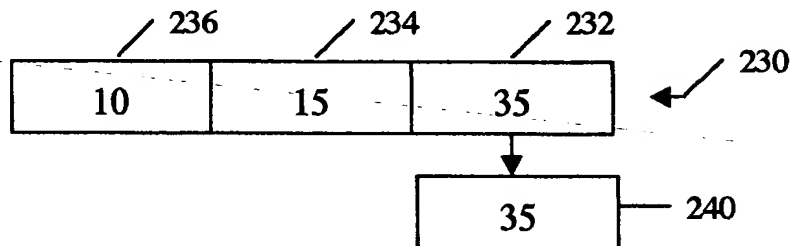


Fig 2E

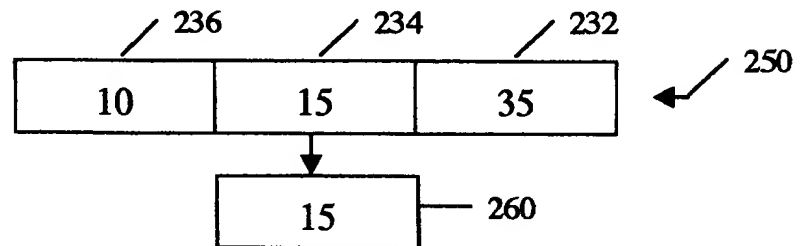


Fig 2F

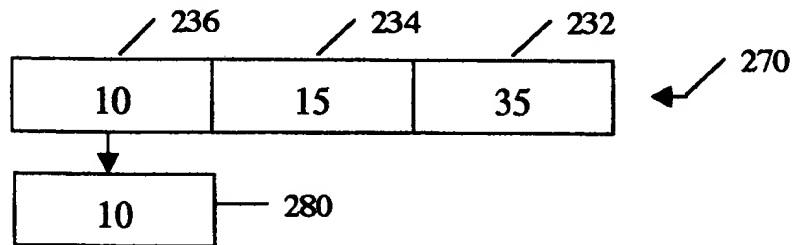


Fig 2G

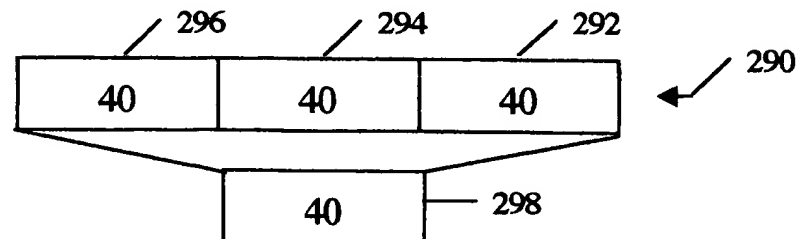


Fig 2H



000001-1-2229100

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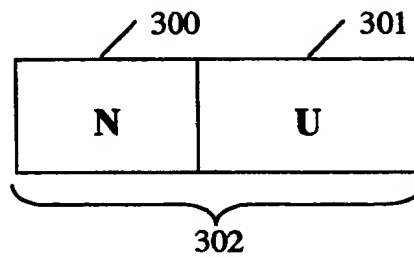


Fig 3A

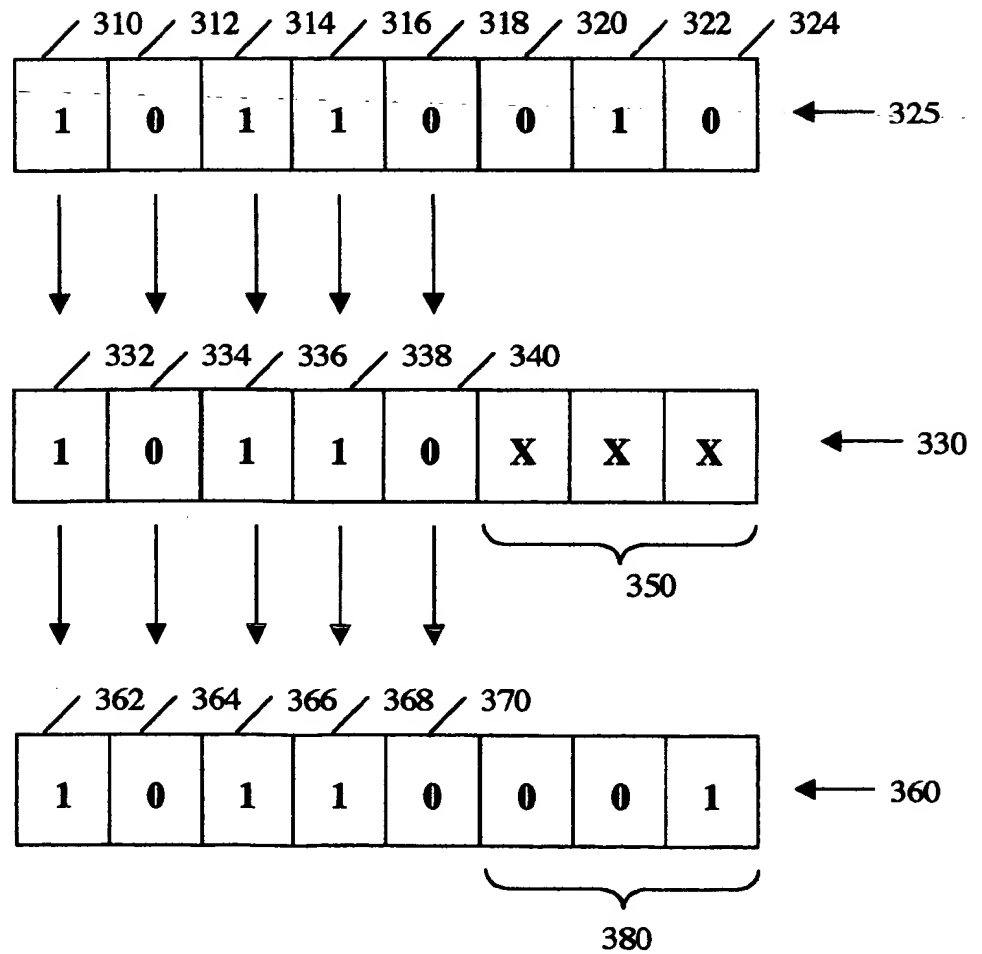
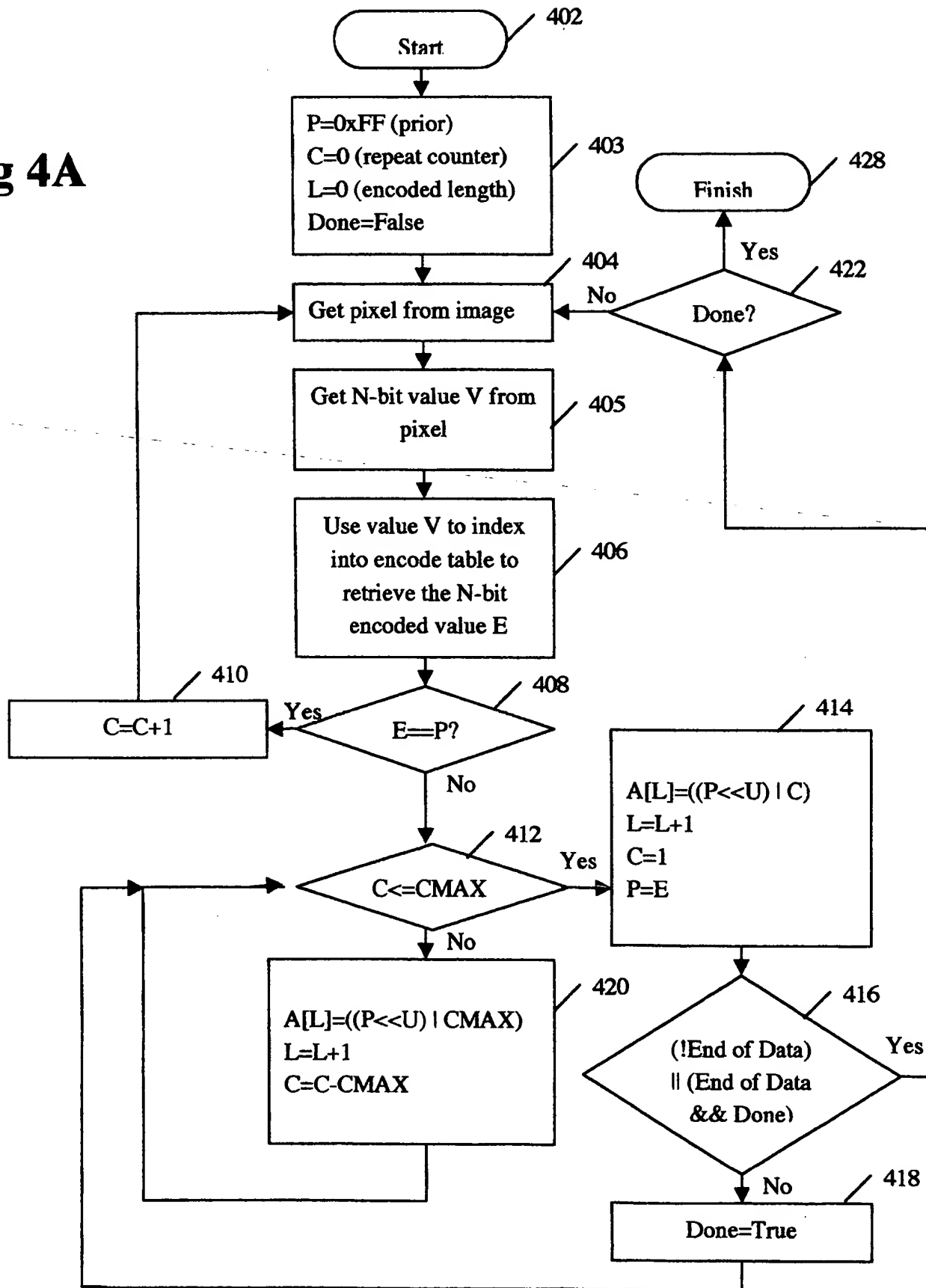


Fig 3B

000001-1229100

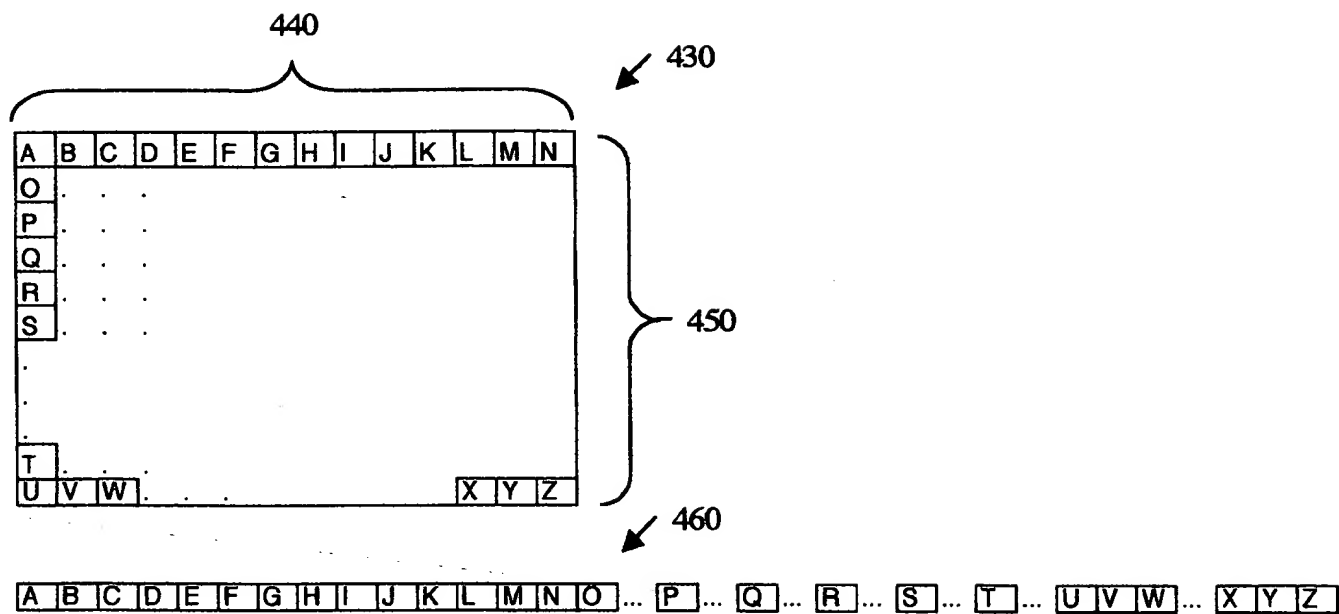
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Fig 4A



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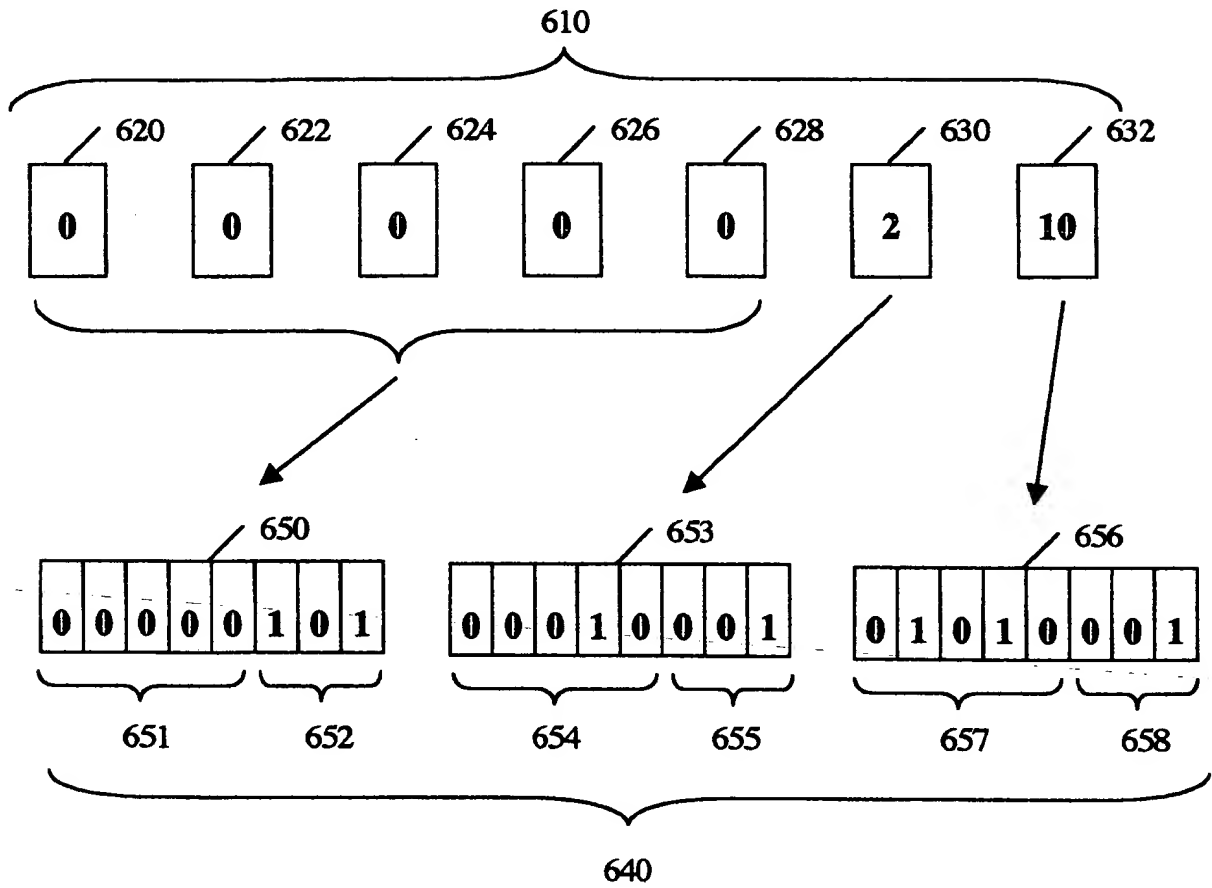


Fig 6

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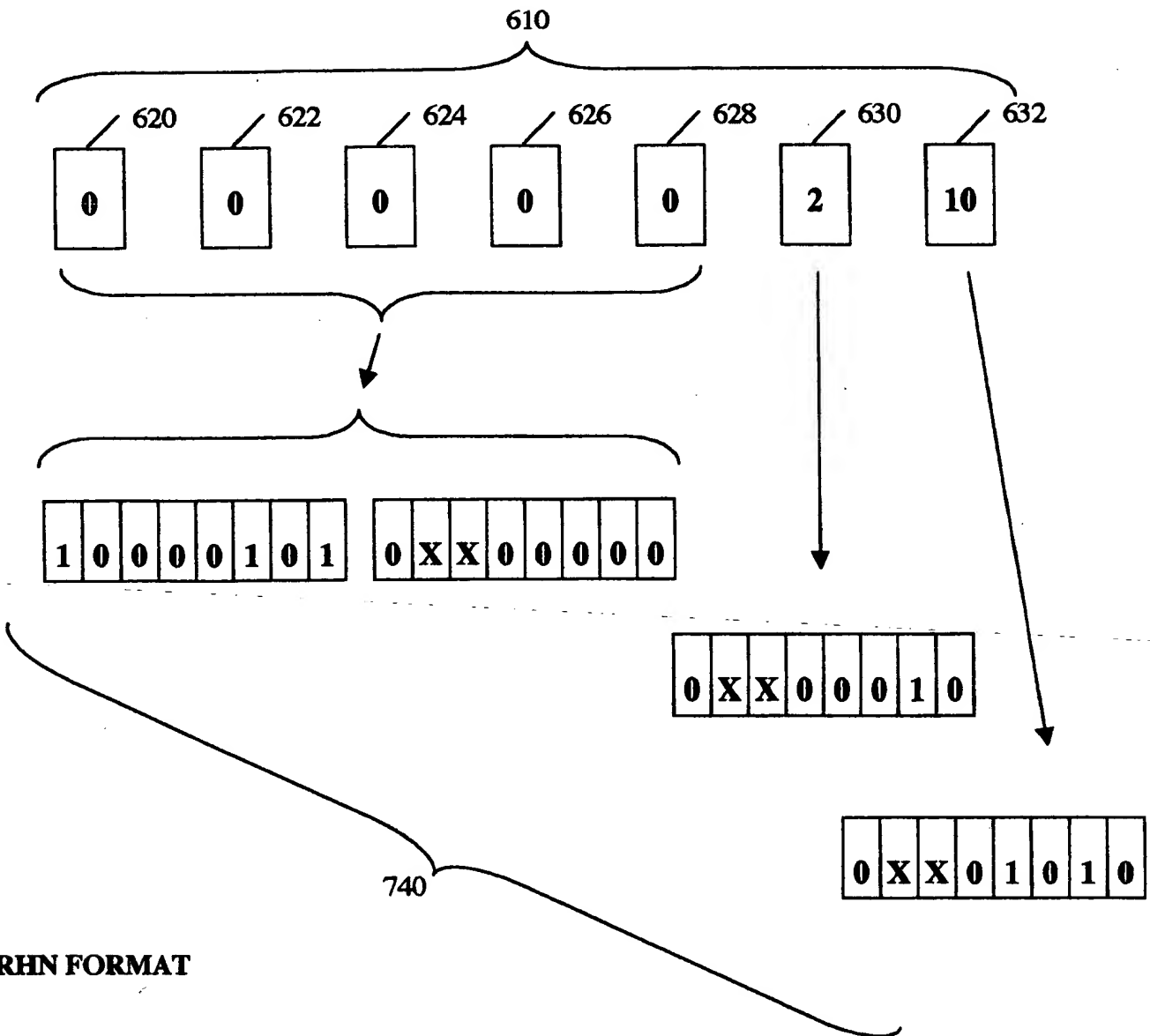


Fig 7

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ZL3 (ZL3-5):

D	D	D	C	C	C	C	C
---	---	---	---	---	---	---	---

← 803

ZL4 (ZL4-4):

D	D	D	D	C	C	C	C
---	---	---	---	---	---	---	---

← 804

ZL5 (ZL5-3):

D	D	D	D	D	C	C	C
---	---	---	---	---	---	---	---

← 805

ZL8 (ZL8-8)

D	D	D	D	D	D	D	D	C	C	C	C	C	C	C	C
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

← 808

ZL9 (ZL9-7)

D	D	D	D	D	D	D	D	D	D	C	C	C	C	C	C	C
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

← 809

ZL12 (ZL12-4)

D	D	D	D	D	D	D	D	D	D	D	D	C	C	C	C
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

← 812

Fig 8A

APPROVED	O.G. FIG.	
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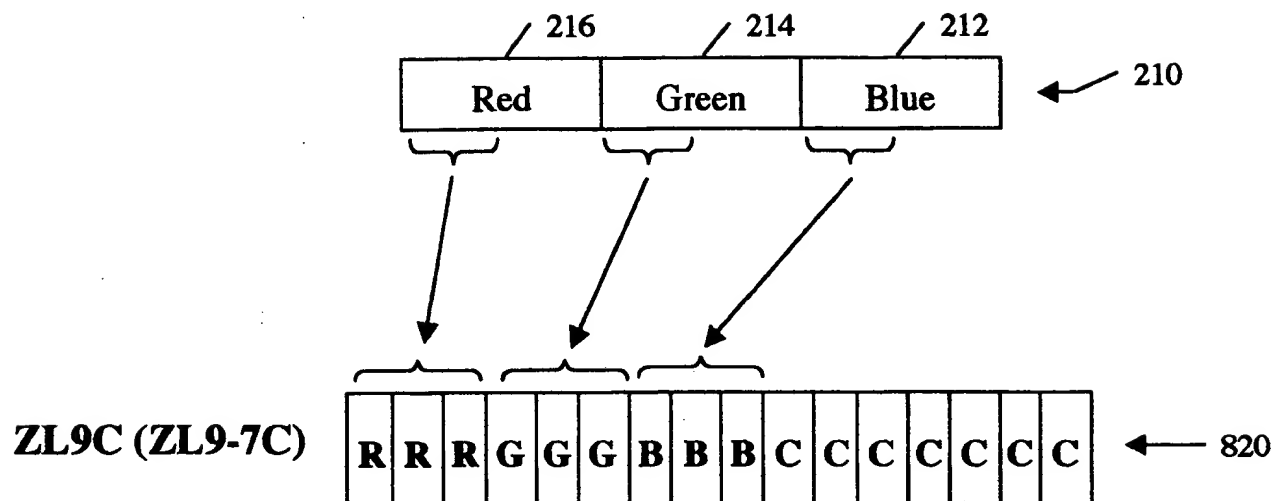


Fig 8B

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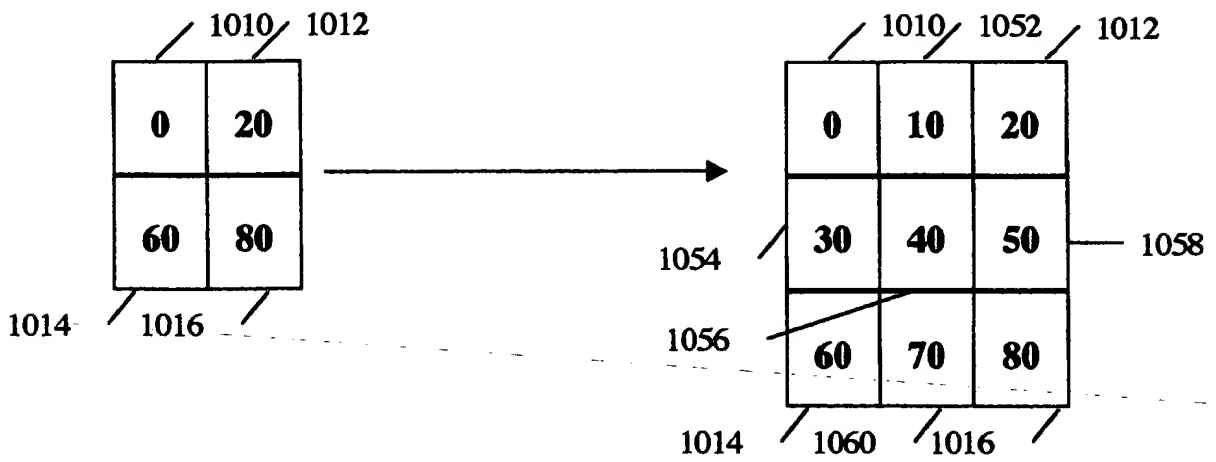


Fig 10

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↙ 1100

```
// N=3, W=8
unsigned char encodeTable[ ] =
{
    5, 0, 7, 4, 2, 3, 6, 1
};
```

Fig 11A

↙ 1110

```
// N=3, U=5
int decodeTable[ ] =
{
    0xff << 24 | 1 << (16+U) | 1 << (8+U) | 1 << U, // 0 → 1
    0xff << 24 | 7 << (16+U) | 7 << (8+U) | 7 << U, // 1 → 7
    0xff << 24 | 4 << (16+U) | 4 << (8+U) | 4 << U, // 2 → 4
    0xff << 24 | 5 << (16+U) | 5 << (8+U) | 5 << U, // 3 → 5
    0xff << 24 | 3 << (16+U) | 3 << (8+U) | 3 << U, // 4 → 3
    0xff << 24 | 0 << (16+U) | 0 << (8+U) | 0 << U, // 5 → 0
    0xff << 24 | 6 << (16+U) | 6 << (8+U) | 6 << U, // 6 → 6
    0xff << 24 | 2 << (16+U) | 2 << (8+U) | 2 << U // 7 → 2
};
```

Fig 11B